

Creating Basic Machine Parts

I-DEASTM Tutorials: Advanced Projects

Learn how to model these parts:



mounting plate (page 5)



drawer slide support (page 10)



tie-down strap (page 17)



support arm (page 26)



shaft bearing (page 34)

Before you begin...

Prerequisite tutorials:

Introducing the I-DEAS™ Interface

-or-

Quick Tips to Using I-DEAS

-and-

Creating Parts

2. Sketching and Constraining

Recommended tutorials

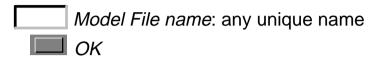
- Using Sketch Planes and Understanding Sketch Pads
- 2. Extruding and Revolving Features

This tutorial lets you practice the skills presented in the Sketching and Constraining Fundamental Skills tutorial.

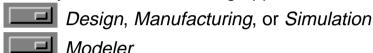
To get the full benefit of the tutorial, try building each part on your own from the dimensions shown. If you have trouble, subsequent pages give you step-by-step instructions. If you didn't start I-DEAS with a new (empty) model file, open a new one now and give it a unique name.



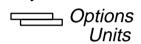
Open Model File form



Make sure you're in the following application and task:



Set your units to mm.



mm (milli newton)

Save your model file.



Warning!

If you are prompted by I-DEAS to save your model file, respond:

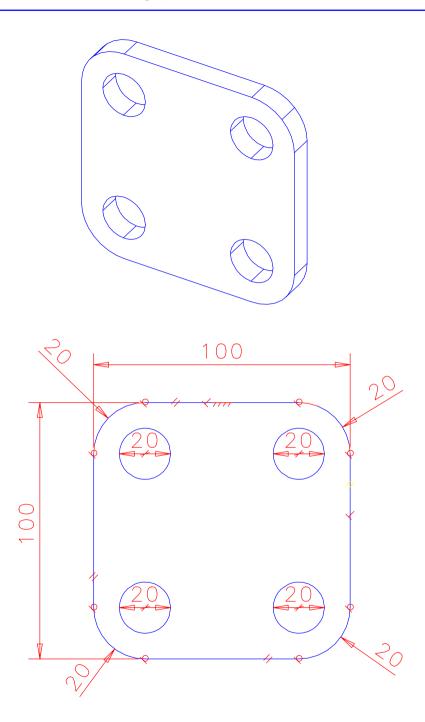


Save only when the tutorial instructions tell you to—not when I-DEAS prompts for a save.

If you make a mistake at any time between saves and can't recover, you can reopen your model file to the last save and start over from that point.

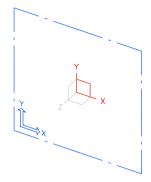
Hint

To reopen your model file to the previous save, press Control-z.

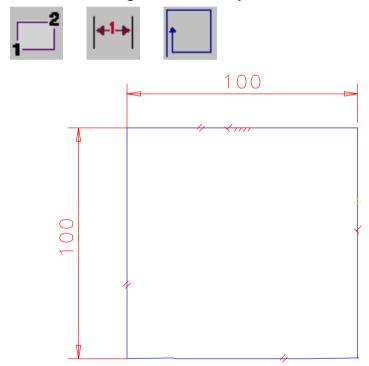


Create a part and name it "mounting plate." Pick the XY plane to sketch on.





Sketch a rectangle and modify the dimensions.





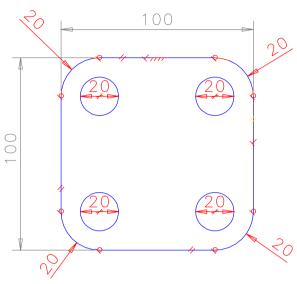
Fillet the corners and add the four circles.











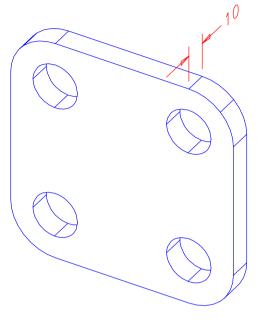


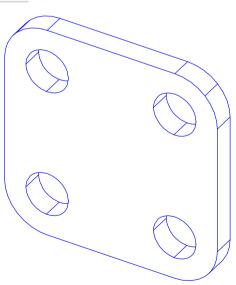
Creating the fillets first provides a center point to locate the circle centers for the holes.



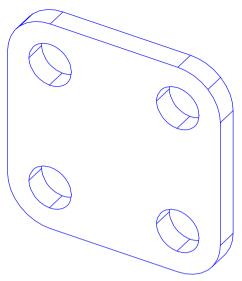
Extrude as one feature.



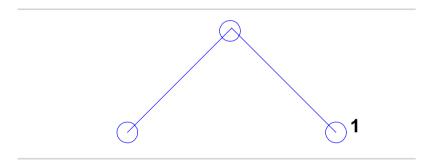




Finished part.

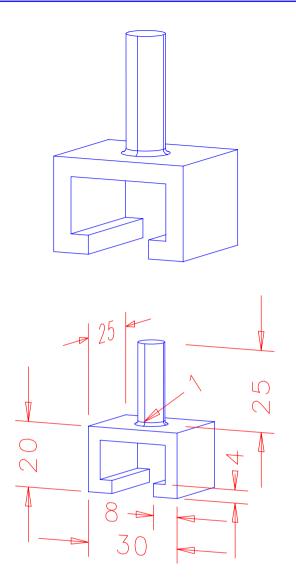


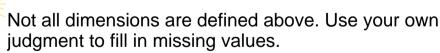
Check the history tree.



1. extrusion

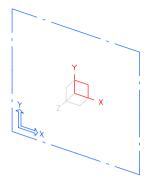
You can delete the part or put it away so you have an empty workbench for the next part.



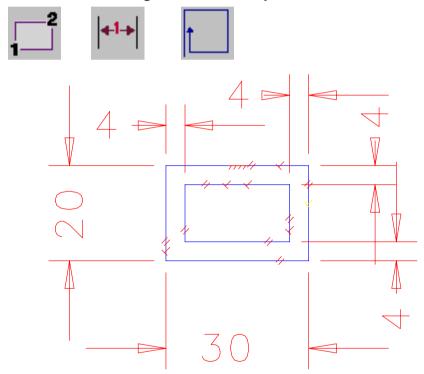


Create a part and name it "drawer slide support." Pick the XY plane to sketch on.



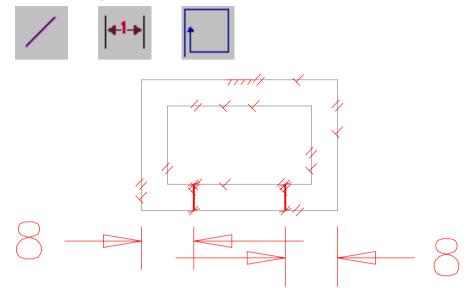


Sketch two rectangles and modify the dimensions.





Add two single lines and dimension as shown.

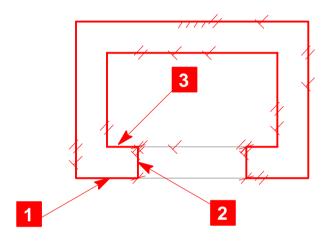


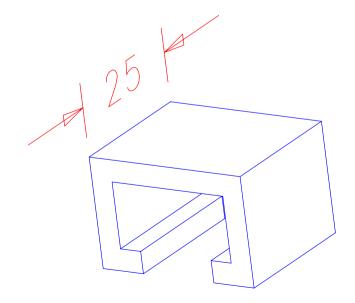


Extrude the section as shown.



- Section Options...
 - Stop at Intersections







Sketch in place a circle (diameter = 8). Then extrude the circle with the value shown below.

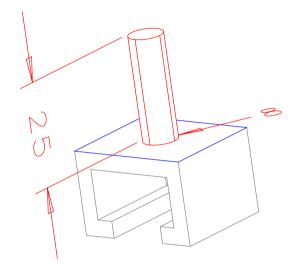








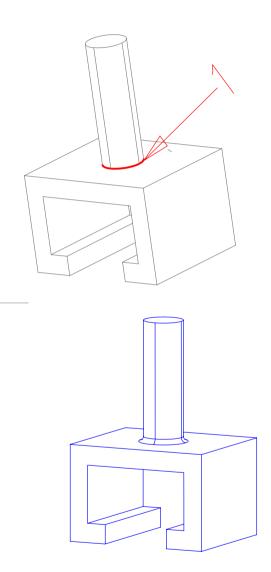




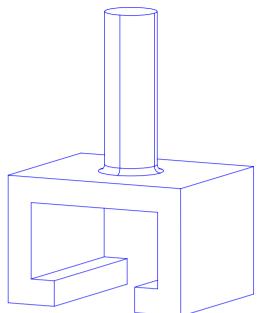


Fillet the intersection shown.

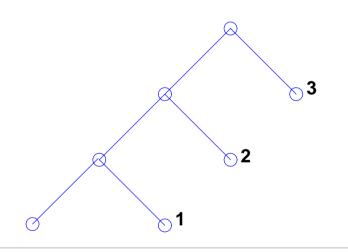




Finished part.

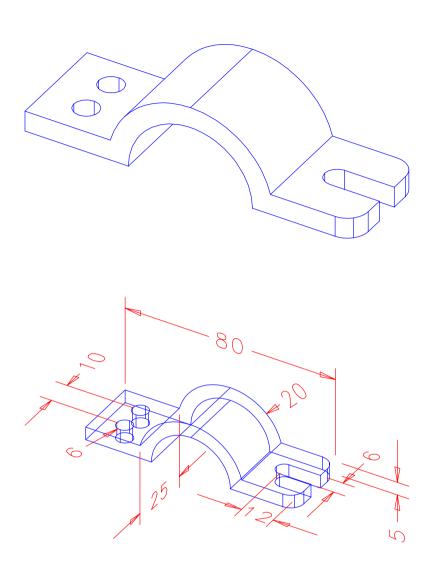


Check the history tree.

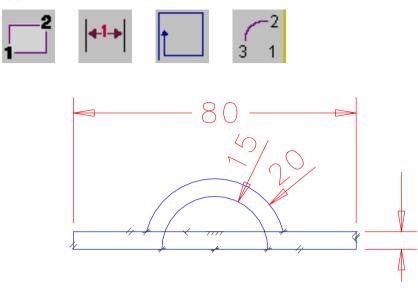


- 1. base extrusion
- 2. pin protrusion
- 3. fillet

You can delete the part or put it away so you have an empty workbench for the next part.



Sketch a rectangle to the dimensions shown. Sketch two arcs.



The centers of both arcs are on the midpoint of the lower line. You may need to constrain the ends of the arcs to be colinear with the lines.

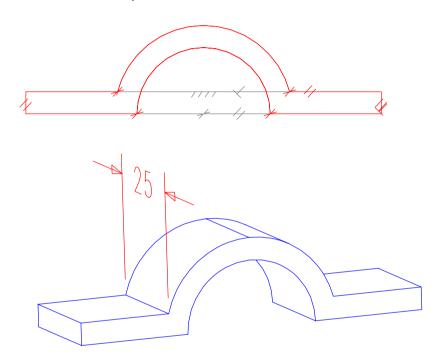
Recovery Point

File Save

Extrude the distance shown.



- Section Options...
 - Stop at Intersections



Sketch in place on the surface shown. Draw a center line using a single line. Draw two circles and dimension as shown.

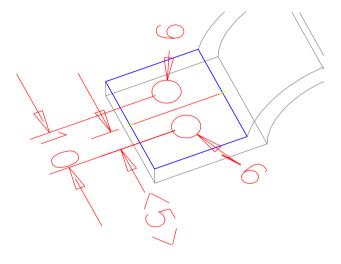










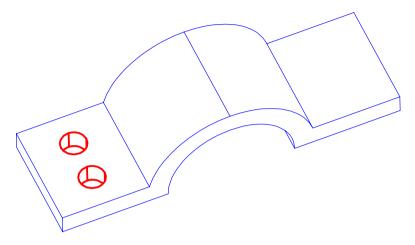




Match the distance to the centerline to be half the distance between the two circles.

Extrude (cut) the circles through the part.







Sketch in place on the surface shown. Draw a circle and two lines and dimension as shown.

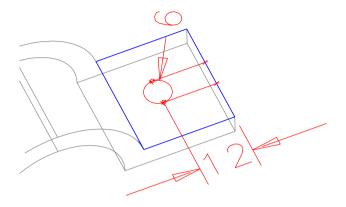










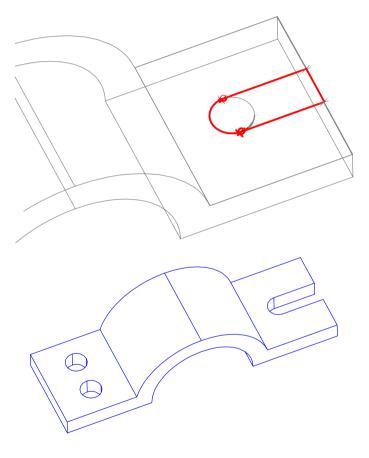


Extrude (cut) as shown.





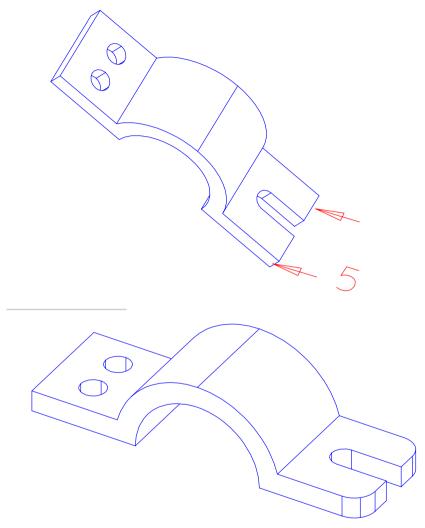
Stop at Intersections



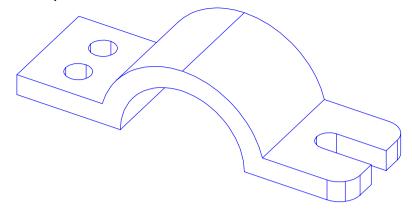


Fillet the two edges shown.

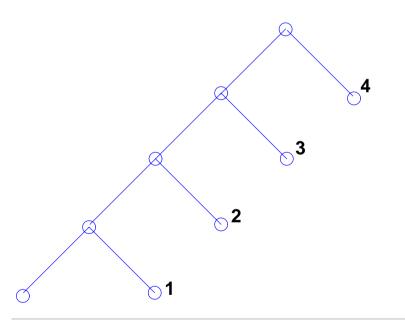




Finished part.

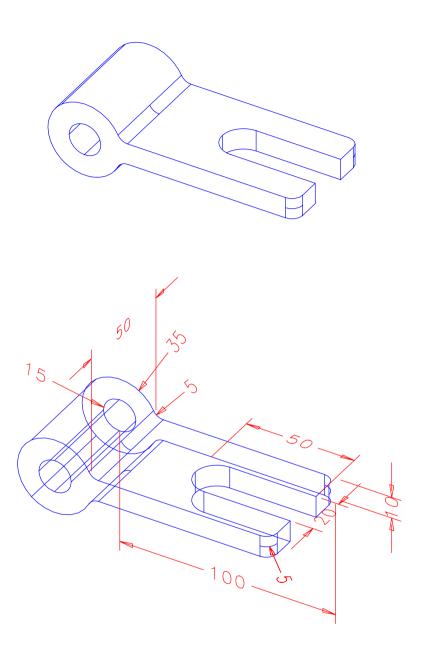


Check the history tree.



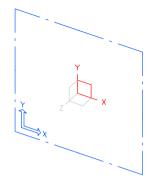
- 1. extrusion
- 2. holes
- 3. slot
- 4. fillet

You can delete the part or put it away so you have an empty workbench for the next part.



Create a part and name it "support arm." Pick the XY plane to sketch on.





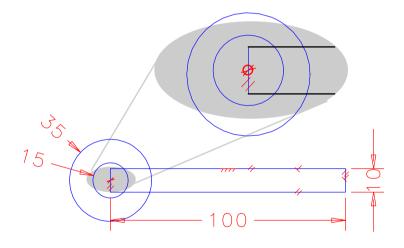
Create a rectangle and dimensions as shown. Draw two circles centered on the left edge midpoint.









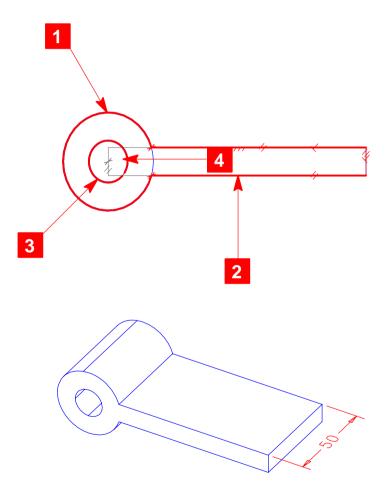




Extrude the section as shown.

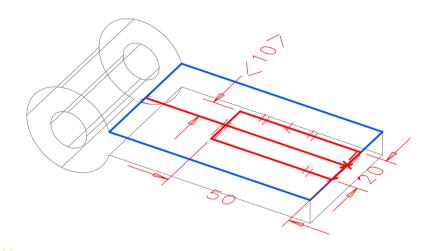


- Section Options...
 - Stop at Intersections





Sketch in place on the surface shown. Draw a center line, sketch a rectangle, and dimension as shown.



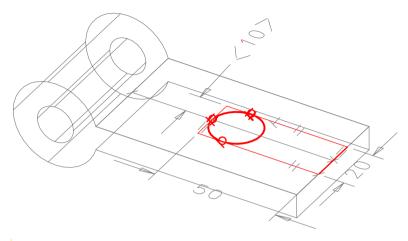
To keep the slot centered, match the distance from the center line to one side to be half the slot width.

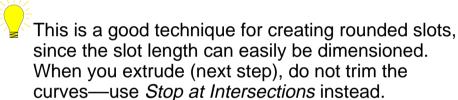
Recovery Point

File Save

Draw a circle using the Tangent to Three icon.





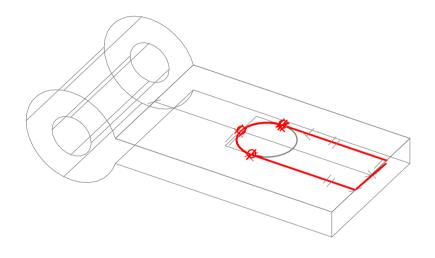


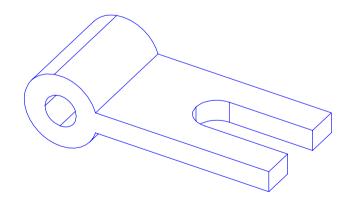


Extrude (cut) as shown.



- Section Options...
 - Stop at Intersections

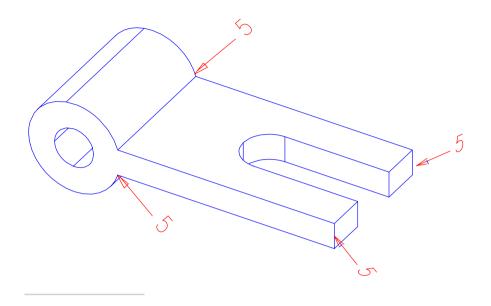


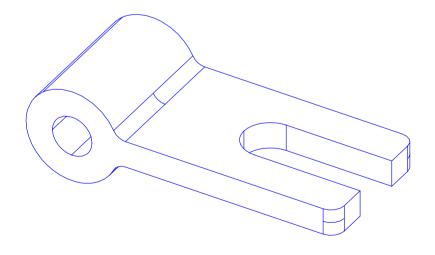


Recovery Point
File
Save

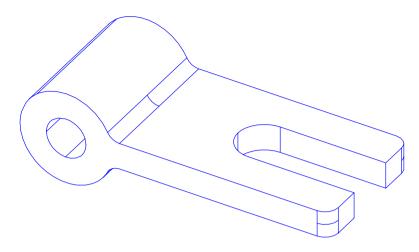
Fillet the edges as shown.



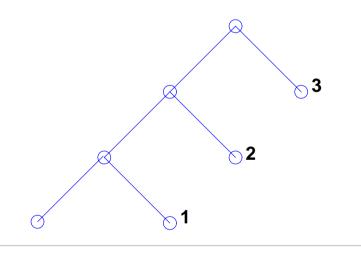




Finished part.

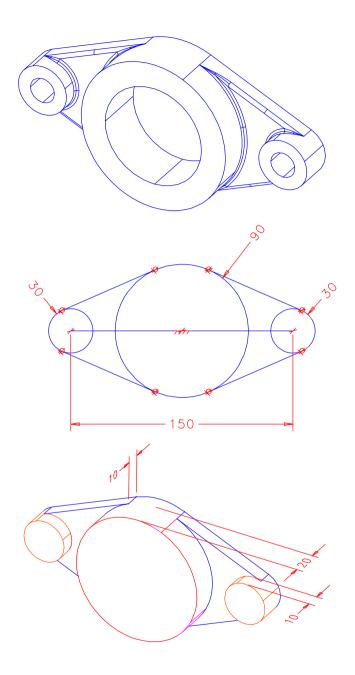


Check the history tree.



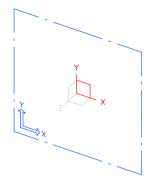
- 1. extrusion
- 2. slot
- 3. fillet

You can delete the part or put it away so you have an empty workbench for the next part.

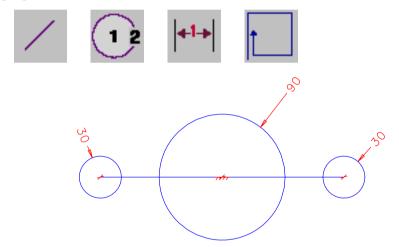


Create a part and name it "shaft bearing." Pick the XY plane to sketch on.





Sketch a horizontal line. Create circles located at the ends and center of the line. Modify the dimensions as shown.



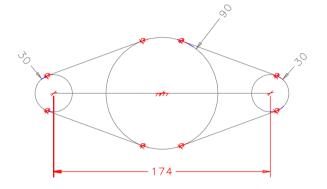


Create two single lines tangent to the circles. Add dimensions.









Hint

Use the *Constrain* subpanel if necessary to make sure the lines are tangent.







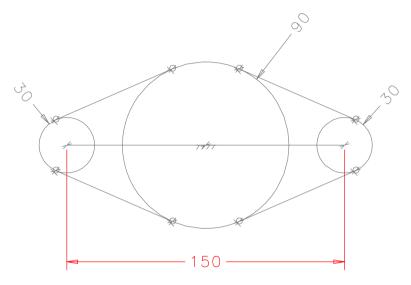


Turn off *Align* while sketching the tangent lines so that the tangent condition is recognized before alignment with other points.



Check to make sure that the wireframe is properly constrained by modifying the length dimension.

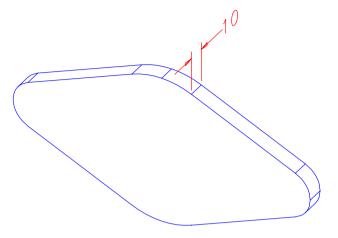






Extrude to the distance shown.





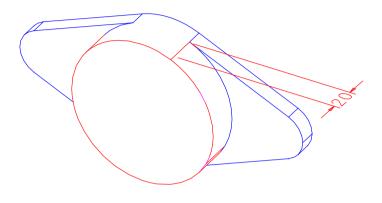


Sketch in place on the surface shown. Sketch a circle and extrude (join).









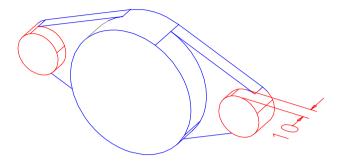


Repeat with two smaller circles.





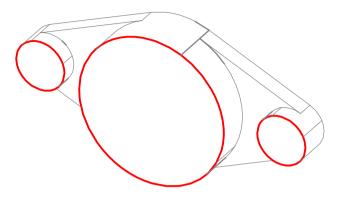






Sketch in place on the three surfaces shown.

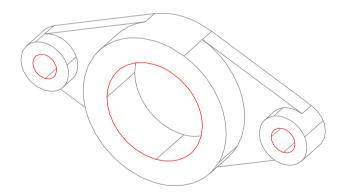




Create circles on the three surfaces and cut the holes (extrude—cut).



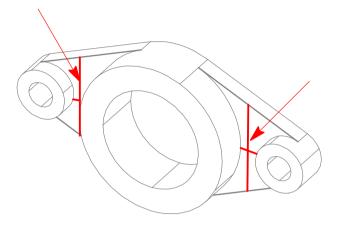




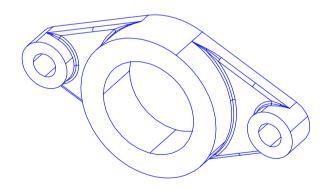


Fillet the surfaces shown (2mm).

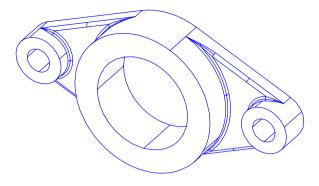




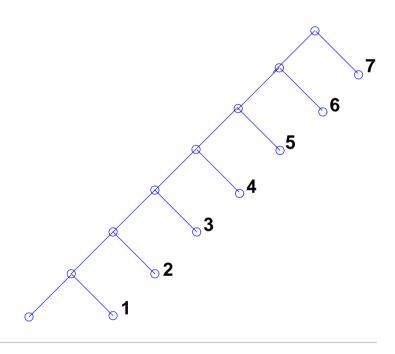
Hint
Picking the flat surface will fillet all of its edges.



Finished part.



Check the history tree.



- 1. extrusion
- 2. shaft boss
- 3. mounting hole bosses
- 4. cutout shaft hole
- 5. cutout mounting hole
- 6. cutout mounting hole
- 7. fillet

Tutorial wrap-up

You have completed the Creating Basic Machine Parts tutorial.

You can delete or put away the parts. These parts are not used in any other tutorials.